



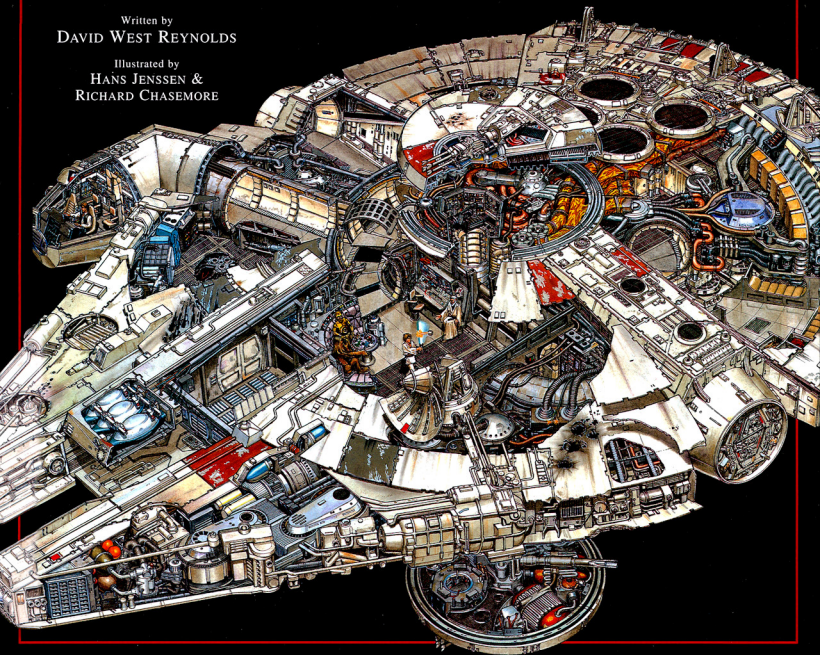
STAR WARS®

INCREDIBLE CROSS-SECTIONS

THE ULTIMATE GUIDE TO STAR WARS VEHICLES AND SPACECRAFT

Written by
DAVID WEST REYNOLDS

Illustrated by
HANS JENSSEN &
RICHARD CHASEMORE

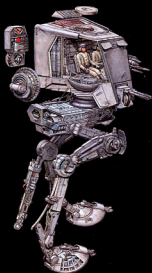


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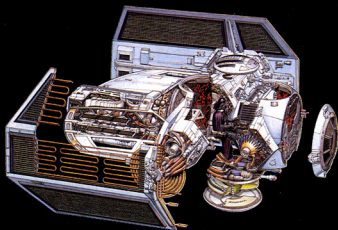
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INTRODUCTION

THE DAZZLING SPACECRAFT and exotic vehicles of *Star Wars* soar across our cinema screens, almost becoming characters themselves with their intricate detail and fascinating designs. The richness of their conception invites curiosity: what's inside a Jawa sandcrawler, and how does a Star Destroyer deploy its TIE fighters? Where was Ben Kenobi when he deactivated the Death Star's tractor beam? Here at last are revealed the interior layouts and components of these amazing vessels, answering all these questions and more, showing where all the action takes place and how their systems function. The most meticulously detailed research and design work was undertaken to make the extraordinary illustrations of this book definitive. You can spot Chewbacca's bowcaster in the main hold of the *Millennium Falcon*, and you can see in Boba Fett's *Slave I* bunk the data book in which he has finally registered Han Solo as "captured". Many of these craft have been mysteries; their secrets are now unveiled. Explore them for yourself, and revel in the depth of one of the great stories of our age.

SPACECRAFT ENGINES

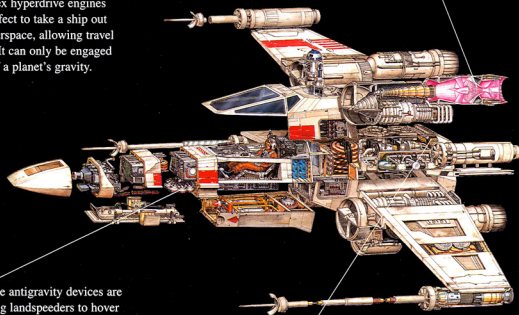
The advanced engine technology of *Star Wars* takes many forms. Repulsorlifts are safe and reliable devices that lift a ship from the ground and take it into the upper atmosphere of a planet, cushioning its landing upon return. Sublight drives are more intricate and powerful thrust engines, which are used for navigating a ship in the space around a planet. Finally, complex hyperdrive engines use a trans-physical effect to take a ship out of real space into hyperspace, allowing travel between distant stars. It can only be engaged when a ship is clear of a planet's gravity.

REPULSORLIFTS

These low-maintenance antigravity devices are commonplace, allowing landspeeders to hover and guiding spacecraft for liftoffs and landings. They can even be built into floating droids, although the miniaturized power systems for these are so expensive that they are only used by the Empire. Repulsorlift airspeeders and other such ground-based craft are strictly limited in the altitudes they can reach, with most speeders offering only 2-30 metres of "float." Flight-grade repulsorlifts can carry a vehicle to suborbital altitudes, but only true spacecraft employ these powerful devices.

SUBLIGHT DRIVES

Spacecraft engage their sublight engines once they are well clear of any facilities or personnel that might be harmed by the mildly radioactive emissions. A variety of sublight engine designs exploit the principle of ion thrust, achieved through various reactants and electronic accelerators from potent fuel mixtures. Fuels can take the form of pressurized radioactive gas, volatile composite fluids, or explosive liquid metal. Acceleration compensators project appropriately modified gravity effects within a spacecraft to preserve pilots and passengers from forceful sublight acceleration.



HYPERDRIVE

Employing an energy effect rather than the matter emissions of sublight engines, hyperdrives are built in many configurations, emphasizing either power, reliability, or lower energy use ... no one engine can offer every advantage at once. The multiple components of a hyperdrive system may be located in one area or built into several quarters of a ship for easier maintenance access. Navigation through hyperspace involves extremely complex calculations. Daring pilots may cheat these calculations beyond safety margins, cutting dangerously close to the hyperspace "mass shadows" of real-space bodies, as Han Solo did when he made his notorious impossibly fast Kessel Run.

THE EVOLUTION OF THE STAR DESTROYER

The *Victory*-class Star Destroyer was developed in the final years of the Old Republic as a top-of-the-line peacekeeping battleship. Under the Emperor's rule, these have been superseded by the new *Imperial*-class Star Destroyers. At 1600 metres in length these dwarf their predecessors. Darth Vader's Star Destroyer *Devastator*, with which he captured *Tantive IV*, was of the *Imperial*-class I type. Class II Star Destroyers made up the fleet which captured the Rebel base on Hoth. Lord Vader led this fleet from the *Executor*, first of the Super Star Destroyers, over eight times as large as the *Imperial*-class ships.

Starboard main engine thrust nozzle

Turret traverse motors

Turbolaser turret auxiliary power cells

Subsidiary reactor

Turbolaser station

Lateral quad-laser battery

Sentinel-class landing craft with Commander Praji's landing search team boarding

TIE boarding craft

Rebel prisoners

Landing barge

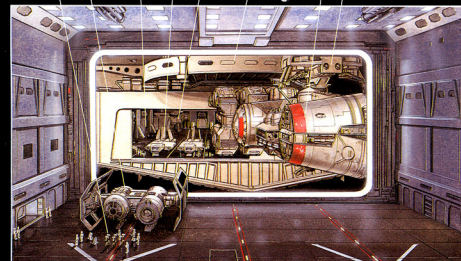
Flight deck control

AT-AT

Captured *Tantive IV*

Primary power generator

Electromagnetic paralyzing pincer crane



TIE bombers are kept protected in armoured compartments to limit damage if their bombs are set off

TIE bombers launch from the stern-most of the TIE launch hangars

HANGAR VIEW

This view from the main TIE landing bay shows the captured *Tantive IV* held by tractor beams and magnetic paralyzing pincer lock. Rebel prisoners are being escorted out of a TIE boarding craft for interrogation. In the background, the attack hangar can be seen with one set of armoured doors open. Stormtrooper Commander Praji supervises the preparation of a landing search team that will scour the dunes of Tatooine below for the stolen plans to the Death Star.

STAR DESTROYER



THE STAR DESTROYER is a symbol of the Empire's military might, carrying devastating firepower and assault forces anywhere in the galaxy to subjugate opposition. A Star Destroyer can easily overhaul most fleeing craft, blasting them into submission or drawing them into its main hangar with tractor beams. *Imperial*-class Star Destroyers are 1600 metres long, bristling with turbolasers and ion cannons, and equipped with eight giant turret gun stations. Star Destroyers carry 9700 stormtroopers and a full wing of 72 TIE ships (typically including 48 TIE/In fighters, 12 TIE bombers, and 12 TIE boarding craft) as well as a range of attack and landing craft. A single Star Destroyer can overwhelm an entire rebellious planet. Major industrialized worlds are assaulted with a fleet of six Star Destroyers operating with support cruisers and supply craft. Such a force can obliterate any defences, occupying or completely destroying cities or settlements.

Axial defense turret

Flight deck control

Turret

Proton-shielded armor plate

Firing control

Blast cannon

Cooling system pumps

Power cells

Power feed and modulation control

Targeting level

HEAVY BLASTER STATION

The heaviest weapons on board the Star Destroyer are the six turbolaser turrets positioned with the two heavy ion cannon turrets along the flanks of the upper deck structure. Fifty metres in diameter, these turbolasers can overload deflector shields and punch holes in the most heavily armoured spacecraft. While smaller, fast-moving ships are difficult to target with the turret guns, even a glancing hit from these cannons will destroy them.

Armoured doors of attack hangar, where landing craft are launched and landed

Tantive IV, held in main hangar

Main TIE landing bay

Auxiliary reactor

Tractor beam power cells

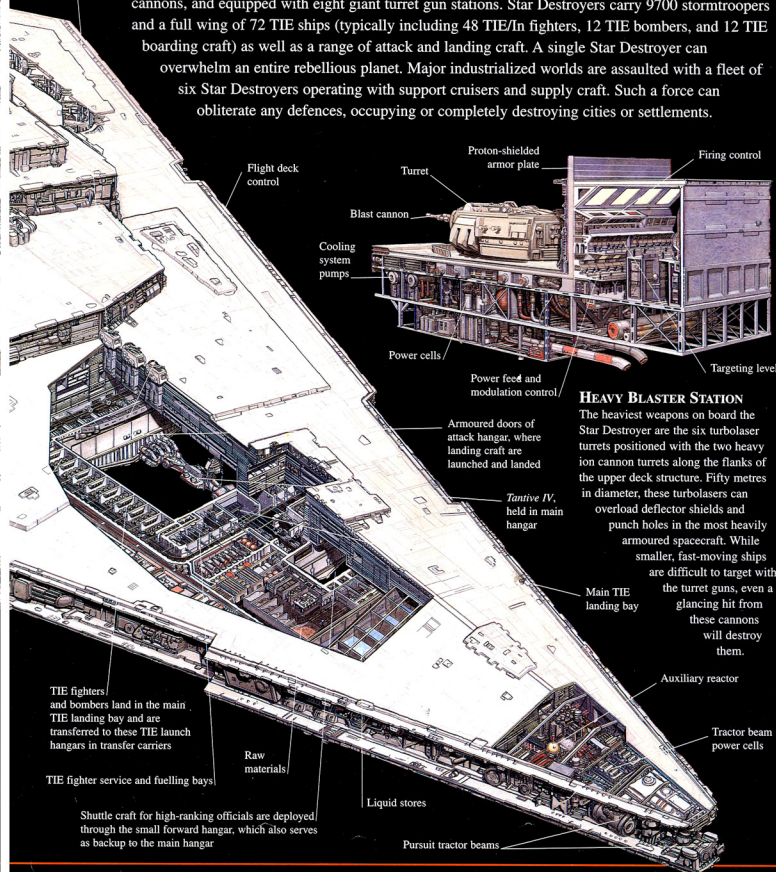
TIE fighters and bombers land in the main TIE landing bay and are transferred to these TIE launch hangars in transfer carriers

TIE fighter service and fuelling bays

Raw materials

Liquid stores

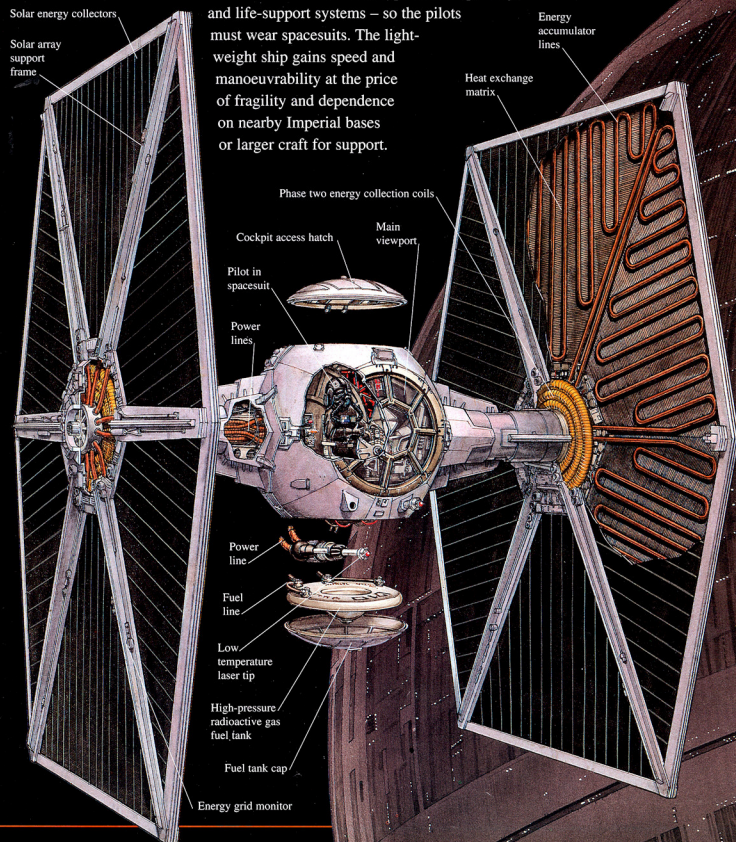
Pursuit tractor beams





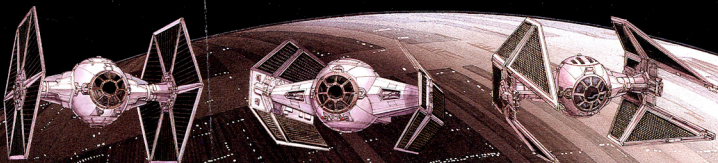
TIE FIGHTER

HURTLING THROUGH SPACE, TIE fighters are the most visible image of the Empire's wide-reaching power. The TIE fighter engine is the most precisely manufactured propulsion system in the galaxy. Solar ionization collects light energy and channels it through a reactor to fire emissions from a high-pressure radioactive gas. The engine has no moving parts, making it low-maintenance. To reduce the mass of the ship, TIE fighters are built without defensive shields, hyperdrive capability, and life-support systems – so the pilots must wear spacesuits. The lightweight ship gains speed and manoeuvrability at the price of fragility and dependence on nearby Imperial bases or larger craft for support.



ALL THE SAME

TIE pilots may never use the same ship twice, and develop no sentimental attachment to their craft as Rebels often do. TIE pilots know that every reconditioned fighter is identical to a factory-fresh ship; one is the same as many thousands – another reinforcement of Imperial philosophy of absolute conformity.



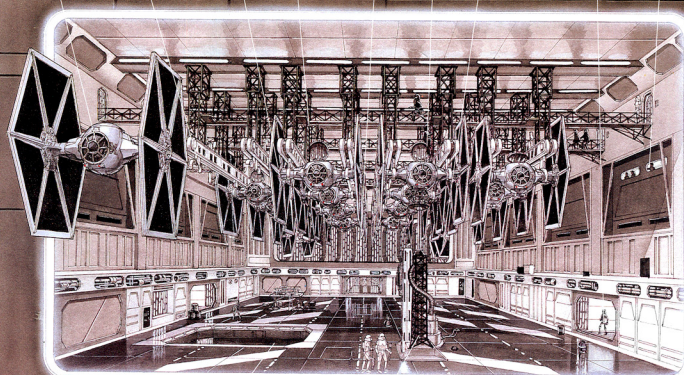
TIE MISSION PROFILES

TIE fighters are deployed for a variety of mission profiles. Their primary role is as space superiority fighters, engaging Rebel craft and defending Imperial bases and capital ships. Scout TIEs may travel alone to cover wide areas of space. Such individual scouts patrol the huge asteroid field left by the explosion of the planet Alderaan. Ships are assigned to escort duty in pairs, such as the twin TIEs that escort all flights of the Emperor's shuttle. Regular sentry groups of four TIE fighters patrol the space around Imperial bases, stations, and capital starships. A typical TIE fighter attack squadron consists of 12 ships, and a full attack wing consists of six squadrons, or 72 TIE fighters.

TIE VARIANTS

The basic structure of the TIE fighter has proven so successful that derivative variants use the same cockpit, wing brace structure, and drive system components. The Advanced X1 (above centre) added shields and hyperdrive. The fearsome TIE Interceptor (above right) features improved ion drives and electronics, and advanced ion stream projectors giving exceptional control.

Retaining claw
Launching TIE fighter
TIE in ready launch position
Pilots' boarding gantry
Transfer tunnel
Pilot boarding ship
TIE arriving from landing hangar
Service droid
Hangar control room

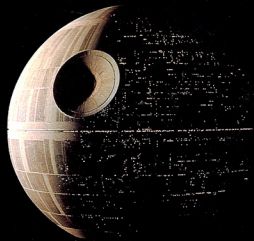


TIE HANGAR

TIEs are launched from cycling racks of up to 72 ships in the larger hangars; smaller hangars may contain as few as two ships. Pilots board from overhead gantries and are released to space as they disengage from the front position in the rack system. Returning ships land in separate hangars, where they are guided into receiver-carriers by small tractor beams. The receivers carry the TIE to a debarkation station where the pilot exits. From there the TIE may be serviced and refuelled in a separate bay on its way through transfer tunnels to a launch hangar. In the launch hangar the TIE is cycled into the launch rack, ready for its next mission.

PILOT PSYCHOLOGY

TIE fighters lack landing gear, a measure designed to reduce mass for maximum manoeuvrability. While the ships are structurally capable of sitting on their wings, they are not designed to land or disembark pilots without special support. This teaches the pilots to rely completely on higher authority.



DEATH STAR

THE EMPIRE'S GIGANTIC battle station code named Death Star is 160 kilometres in diameter, large enough to be mistaken for a small moon. The brainchild of Grand Moff Tarkin, this colossal super-weapon is designed to enforce the Emperor's rule through terror, presenting both the symbol and reality of ultimate destructive power. Making use of the Empire's most advanced discoveries in super-engineering, the Death Star is built around a hypermatter reactor which can generate enough power to destroy an entire planet. Constructed in secret by slave labour and titanic factory machines, the Death Star's vast structure houses millions of soldiers and thousands of armed spacecraft, making it capable of occupying whole star systems by force. Elite gunners and troopers man the station's advanced weapons. The Death Star, once fully operational, represents a chilling spectre of totalitarian domination and threatens to extinguish all hope for freedom in the galaxy.

CRUCIAL WEAKNESS

The Death Star's powerful defences have one fatal flaw – small thermal exhaust ports that lead from the surface to the heart of the main reactor.

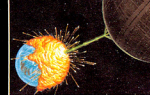
Main exhaust port

Thermal exhaust port shaft runs through central power column

Equatorial trench

Inner decks stacked

Surface decks concentric

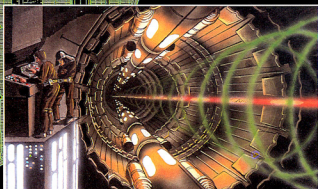


ALDERAAN DESTROYED

Without hesitation Grand Moff Tarkin orders the destruction of the peaceful planet Alderaan as the first demonstration of the Death Star's power. As the superlaser lances out at the blue-green planet, this horrific act wipes out billions of people.

THE STOLEN PLANS

A complete technical readout of the battle station (left) was stolen by Rebel spies. These plans reveal the overwhelming might of the Death Star, detailing its myriad weapons systems and immense power structures. Ion engines, hyperdrives, and hangar bays ring the station's equatorial trench, while power cells over 15 kilometres wide distribute energy throughout the thousands of internal decks of the station. Air shafts and void spaces honeycomb the interior. Occupying the polar axis of the Death Star is its central power column, with the hypermatter reactor at its core.



SUPERLASER TRIBUTARY BEAM SHAFT

Eight tributary beams unite to form the superlaser primary beam. These tributary beams are arranged around the invisible central focusing field, firing in alternate sequence to build the power necessary to destroy a planet. The titanic energy of these beams must be monitored to prevent imbalance explosions.



DETENTION BLOCK AA-23

A desperate plan takes Luke, Han, and Chewbacca into the heart of peril as they try to rescue Princess Leia. Disguised as stormtroopers, Luke and Han escort Chewbacca, their "prisoner", into Leia's detention block. The supervisor suspects trouble, and only immediate action will save the Rebels.



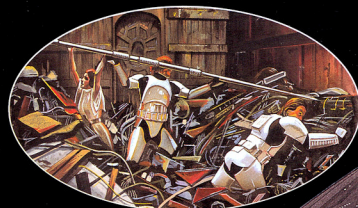
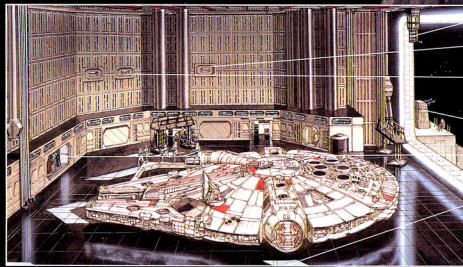
AIR SHAFT

Throughout the Death Star are vast air shafts. Extendable bridges connect passages across the shafts, but can be disabled. When Luke and Leia find themselves trapped at one of the air shafts, quick thinking and bravery provide the only way across.



TRACTOR BEAM REACTOR COUPLING

The Death Star tractor beam is coupled to the main reactor in seven locations. These power terminals stand atop generator towers 35 kilometres tall. The air is taut with high-voltage electricity throughout the shaft surrounding the tower. It is in this setting that Ben Kenobi secretly deactivates one of the power beams to allow the *Millennium Falcon* to escape.



TRASH COMPACTOR 32-6-3827

Escaping Leia's cell block, the Rebels dive into a garbage chute and land in a trash compactor, where refuse of every kind is collected before being processed and dumped into space.



CHALLENGE AND SACRIFICE

Darth Vader senses the presence of his old Jedi master Obi-Wan Kenobi aboard the Death Star, and confronts him alone in a deadly lightsabre duel. Kenobi sacrifices himself to help his young friends escape, yielding to Vader in an empty victory in which, mysteriously, Obi-Wan becomes one with the Force.

Power processing networks

Navigational beacon

Control room window

Hallway overlook windows

Turbolaser turret

Ben Kenobi and Darth Vader

Landing alignment marking

Atmosphere processing unit

Ion drive reactor

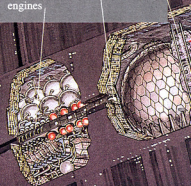
Atmosphere processing substation

Equatorial docking bay

Ion sublight engines

DOCKING BAY 3207

Drawn in by a tractor beam, the *Millennium Falcon* comes to rest in a pressurized hangar within the Death Star's equatorial trench. Magnetic shields over the entrance retain the atmosphere. Outboard power-feed hooks up to landed craft so that the ship reactors can be shut down while in the hangar.



T tractor beam power coupling
deactivated by Ben Kenobi

Secondary power
converters

Target exhaust
shaft

Concentric surface structure
Power cell

Tractor beam generator tower

Beam emitter crystal

Overbridge

Primary beam
focusing magnet

Main power generator

Targeting field generator

Static discharge
tower

Carrier beam
crystal

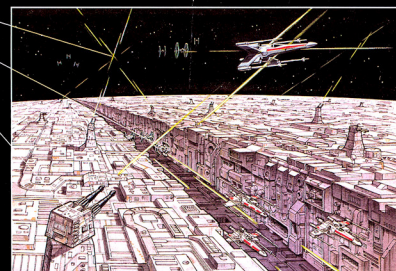


Star Destroyer

Hail of fire

Darth Vader's
TIE fighter

Surface
turbolaser
tower



ASSAULT ON THE POLAR TRENCH

The exhaust port target of the Rebel assault is protected in a trench, which is in turn protected by a hail of fire from deadly turbolaser towers on the Death Star surface. To bomb the exhaust port, the Rebel fighters must manoeuvre down the trench beneath the fire zone, but they find themselves pursued closely by Imperial TIE fighters and Darth Vader himself. The defence is lethal: all but three of the Rebel fighters are destroyed.

Docking Bay 3207



OVERBRIDGE

The primary control room of the Death Star is the overbridge, situated at the top edge of the superslaser dish. From this nerve center Grand Moff Tarkin commands the gigantic battle station. Staff feed critical information to the main viewscreen.



EXHAUST PORT

The Rebels target this two-metre wide thermal exhaust port as their one chance of destroying the Death Star. Red Leader's shot at the small port is only a near miss.

Magnetic
shielding

Hyperdrive

Tributary superslaser
beam shaft

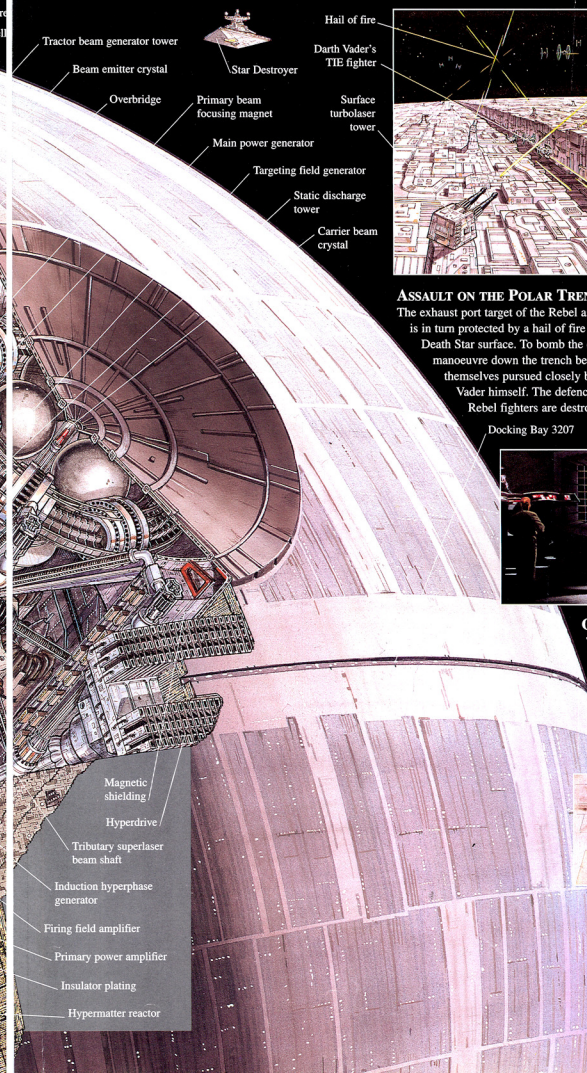
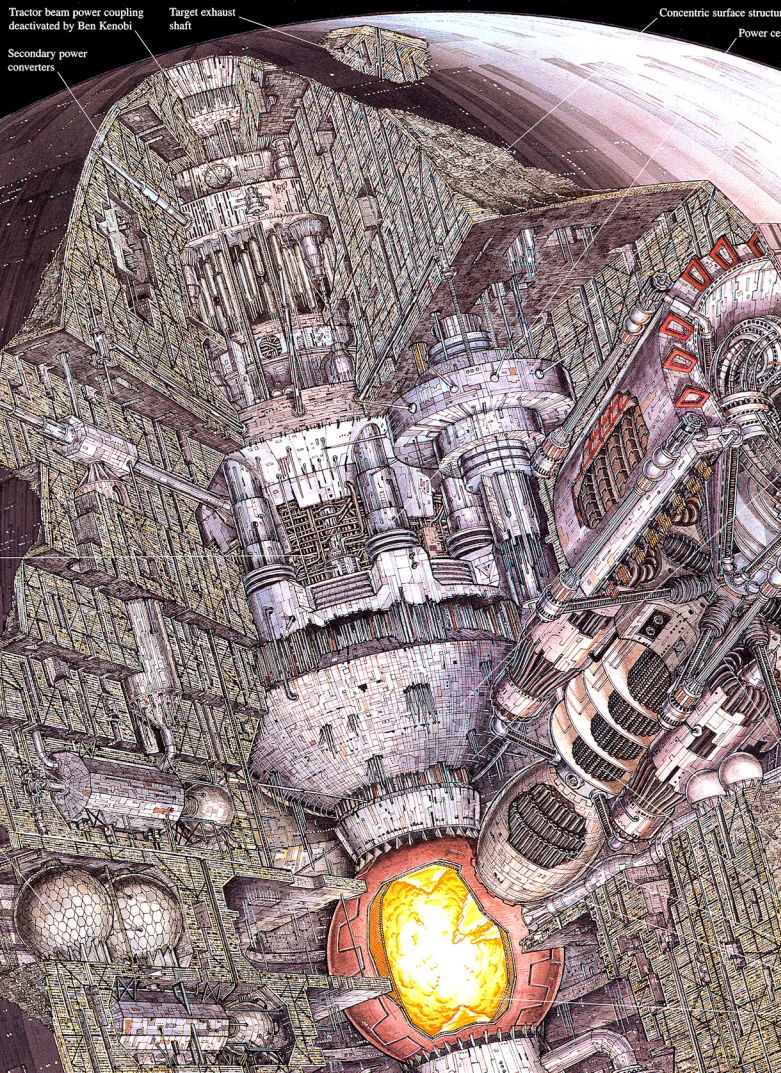
Induction hyperphase
generator

Firing field amplifier

Primary power amplifier

Insulator plating

Hypermatter reactor



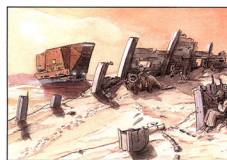


SANDCRAWLER

A LEFTOVER TITAN from a forgotten mining era long ago, the Jawa sandcrawler patrols the deserts and wastelands of Tatooine in search of metal salvage and minerals. Serving as home to an entire clan of Jawas, the mobile sandcrawler makes its rounds across wide territory over the course of a year, hunting for the wrecks that dot Tatooine's surface from spaceship crashes through centuries past. Jawas also round up stray droids, junked vehicles, and unwanted metal of any kind from settlements and moisture farmers. Pitted and scoured by numberless sandstorms, the sandcrawler serves the Jawas as transport, workshop, travelling store, and safe protection from the menaces of Sand People and desert monsters.

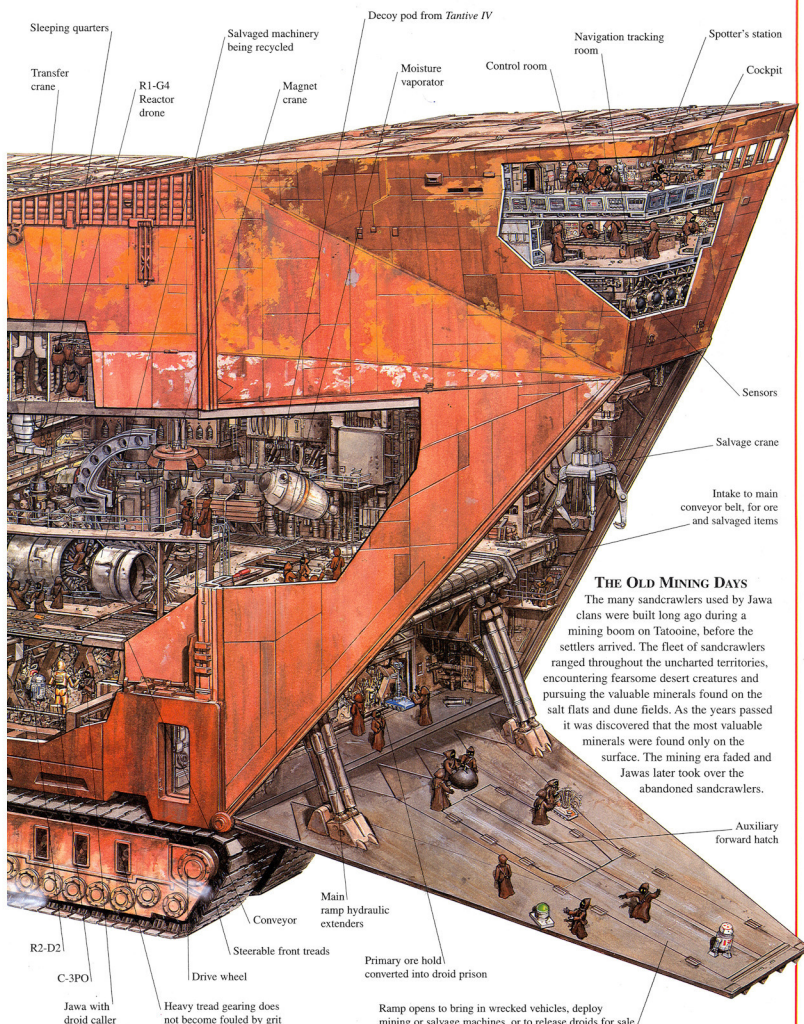
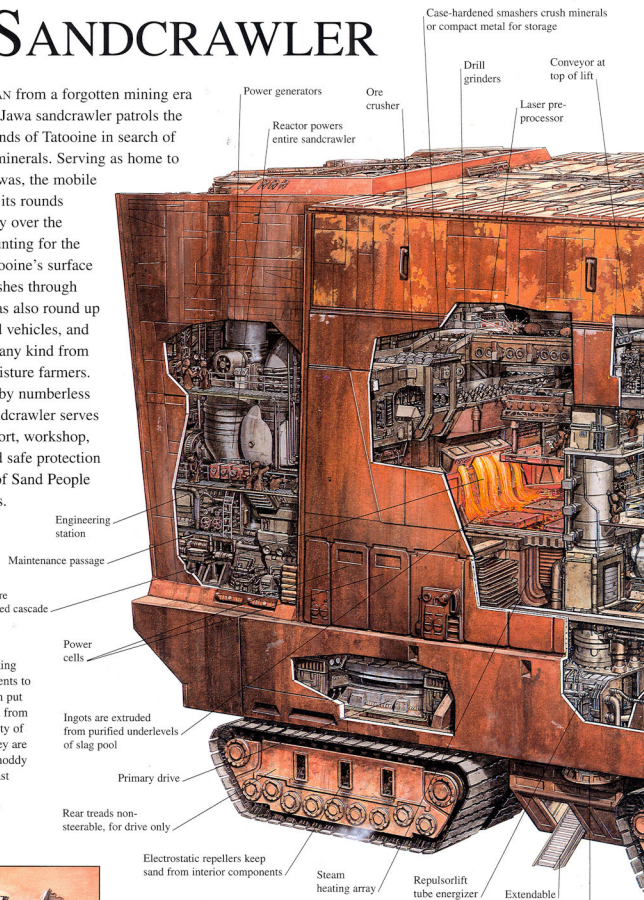
JAWA REPAIRS

Jawas are experts at making use of available components to repair machinery and can put together a working droid from the most surprising variety of scrap parts. However, they are notorious for peddling shoddy workmanship that will last just long enough for the sandcrawler to disappear over the horizon.



DAINGEROUS PRIZES

The furious winds of Tatooine's storm season can scour ancient spacewrecks from the deep sands of the Dune Sea. Jawa sandcrawlers venture into extremely remote territories after the big storms in search of newly exposed prizes. Larger finds may cause them to call in other clan sandcrawlers to share in the processing. Field smelting factories and sun shelter awnings are quickly erected as the Jawas work to beat the arrival of the next storm. But the wastelands can hold dangers more unexpected than storms.



THE OLD MINING DAYS

The many sandcrawlers used by Jawa clans were built long ago during a mining boom on Tatooine, before the settlers arrived. The fleet of sandcrawlers ranged throughout the uncharted territories, encountering fearsome desert creatures and pursuing the valuable minerals found on the salt flats and dune fields. As the years passed it was discovered that the most valuable minerals were found only on the surface. The mining era faded and Jawas later took over the abandoned sandcrawlers.

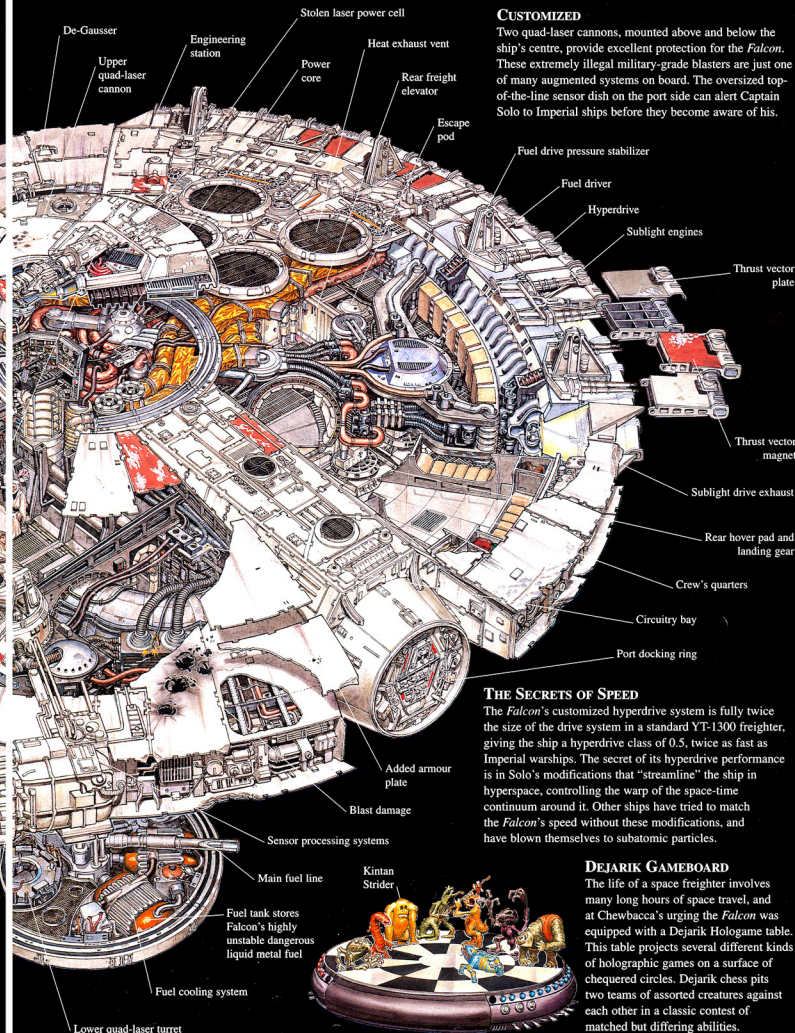


Diagram illustrating the internal structure and components of the Starship Enterprise (NCC-1701-A), showing various systems and equipment:

- Maintenance access bay
- Mandible
- De-Gaussier
- Freight loading arm
- Concussion missiles
- Hyperspace integrator
- Forward floodlight
- Electromagnetic freight charge clamp
- Passive sensor antenna
- Freight loading doors
- Anti-concussion field generator
- Landing jet
- Freight loading room
- Warp vortex stabilizer
- Deflector shield projector
- Deflector shield generator
- Main hold
- Main sensor rectenna
- Auxiliary acceleration compensator

Two quad-laser cannons, mounted above and below the ship's centre, provide excellent protection for the *Falcon*. These extremely illegal military-grade blasters are just one of many augmented systems on board. The oversized top-of-the-line sensor dish on the port side can alert Captain Solo to Imperial ships before they become aware of his.

The life of a space freighter involves many long hours of space travel, and at Chewbacca's urging the *Falcon* was equipped with a Dejarik Hologame table. This table projects several different kinds of holographic games on a surface of chequered circles. Dejarik chess pits two teams of assorted creatures against each other in a classic contest of matched but differing abilities.





T-65 X-WING

THE X-WING STARFIGHTER was a top-secret project of the Incom Corporation when the Empire began to suspect Rebel sympathies within the company and seized its assets. Key members of the design team escaped with the plans and two prototypes, destroying all other records of the ship. Hence, into the hands of the Rebellion came what would become its finest space fighter. Carrying heavy firepower, hyperdrive, and defensive shields, the X-wing is nonetheless manoeuvrable enough for close combat with the Empire's lethally agile TIE fighters. A truly formidable space superiority fighter, the X-wing's complex systems and rare alloys have delayed production of significant numbers of the craft for years.

Targeting scope



Primary control systems similar to those of civilian aircraft like the T-16 Skyhopper

Cockpit canopy

INSIDE THE COCKPIT

The X-wing's highly responsive manoeuvrability can make it a dangerous craft for new pilots to handle. In addition to the fairly straightforward flight control systems, comprehensive cockpit displays allow the pilot to monitor and control energy distribution throughout the ship's systems during combat.

Sensor computer

Communications antenna

Pitch and roll control pedals

Laser firing tip

Sensor window

Primary sensor array

Enemy sensor jammer unit

Forward landing gear

A high-energy launch cartridge fires each torpedo, giving it thrust and trajectory guidance through a precise gyroscopic spin.

Hydraulic lines

Repulsorlift

Flight computer

Proton torpedo

DESTROYER OF THE DEATH STAR

Proton torpedoes such as the MG7-As carried by the X-wing are extremely dangerous focused nuclear explosives. They are used for critical target destruction or to punch through ray shielding that will deflect laser weapons. Proton torpedoes are very expensive and available to Alliance forces only in limited numbers. Luke Skywalker carried only a single pair for his critical shots that destroyed the original Death Star.

INDEPENDENT OPERATION

Hyperdrive and the ability to launch and land without special support enable the X-wing to operate independently, unlike Imperial TIE fighters. The X-wing is equipped with life support sufficient for one week in space air, water, food, and life-process support equipment are packed into the area behind the pilot's seat. When the ship lands, the air supply can be renewed, and the water and life support systems can be partially recharged. A cargo bay carries survival gear for pilots who land in hostile environments or remote places.

The on-board R2 astromech droid carries out hyperspace calculations and handles in-flight operational adjustments and damage control

THE DOG-FIGHTING EDGE

The X-wing achieves its remarkable manoeuvrability through a combination of three factors. Differential thrust from its four fusial ion engines is the first. High-mass electromagnetic gyros in each of the four retro thrusters add a turning effect that helps to swing the ship in tight curves. Finally, precise bursts of retro-thrust fire forward through the turbine nozzles to add further control and give the ship a critical edge in combat.

Life support

Retro-thrust nozzle

Electromagnetic gyros

Deflector shield generator

Reactant injector

Turbo impeller

Exhaust nozzle

Hyperdrive

Deflector shield projectors

Upper laser cannon mount

Fusial thrust engine

Targeting computer screen (switched off)

Acceleration compensator

Power converters replace energy for ship subsystems

Power generator

Power coupling

Laser cannon

Magnetic flashback suppressors keep the occasional unstable laserbolt from damaging the cannon

Laser cooling sleeve

Laser generator

LASER CANNONS

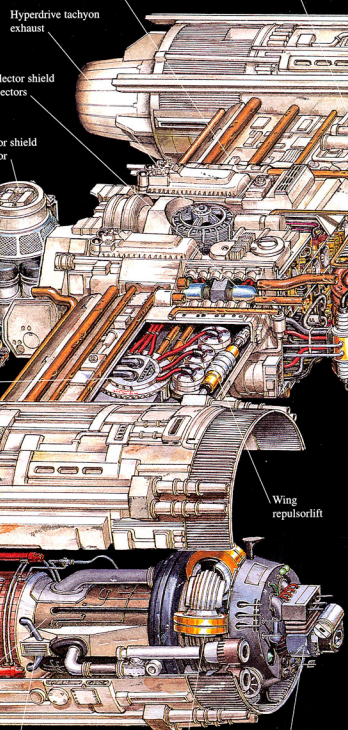
The X-wing's laser generators operate at the limits of safety to generate maximum destructive power. The long cannons of the X-wing develop longer range for its lasers, which can engage an oncoming enemy before the enemy can return fire.



BLT-A4 Y-WING

THE KOENSAYR Y-WING design dates back many years, as do most of the Y-wings in the Rebel Alliance space combat fleet. The ship is a combination fighter and light bomber, built to last and made to last even longer by dedicated Rebel mechanics. It has earned its reputation as the workhorse of the Rebel fighting forces, and is still the most numerous fighter in the Alliance. There are several different models, adapted for different missions, including one-man and two-man versions. Sporting heavy laser cannons, ion cannons, and proton torpedo magazines, the ship carries devastating firepower, and its solid construction weathers combat damage that would destroy lighter craft. It is neither the fastest nor the most manoeuvrable ship in the sky, but with its balance of capabilities the Y-wing remains a sturdy asset to the Alliance space combat forces.

Hyperdrive sequencer
Hyperdrive tachyon exhaust
Deflector shield projectors
Deflector shield generator
Hyperdrive arc housing
Vectral ring
Engine housing
Main power cell
Thrust vectrals
Heavy ion jet turbines, built to last
Exhaust nozzle
Ion fission reactor
Custom ion turbo injector
Pulse electromagnets accelerate ionized fuel for injection into turbines
Long-range targeting sensor array

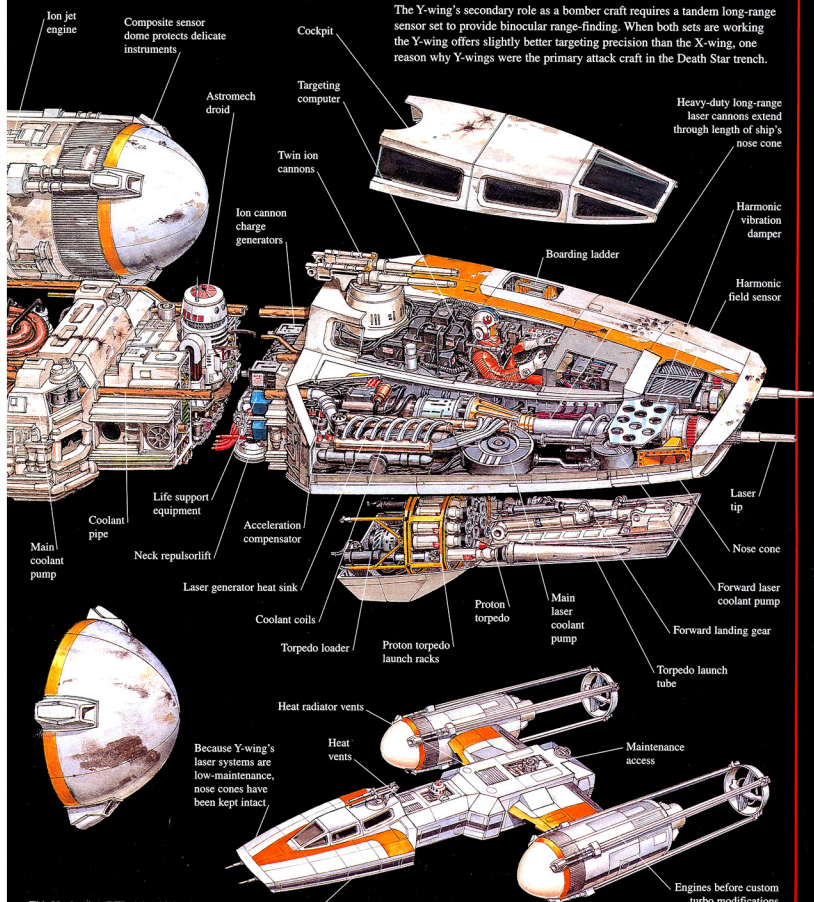


ION CANNONS

Ion cannons fire an electrical charge to disrupt the control circuits of an enemy craft without destroying it. The Y-wing features twin ion cannons, but they are notoriously delicate instruments. Their crystal matrices invariably get vibrated out of alignment in flight and combat, and Rebel mechanics hate them for the time they cost in maintenance. For the attack on the Death Star, only two Y-wings in the entire Rebel Force had functioning ion cannons. These proved critically useful, and one of these craft was the only Y-wing to survive the battle.

COOLING SYSTEM

The Y-wing runs very hot for a ship of its size, and employs a complicated cooling system which runs throughout the ship. Parts of this system need maintenance after every flight. Coolant tubes are often Jerry-rigged by Rebel mechanics when leaks render inaccessible sections frustratingly inoperative.



TWIN SENSOR SYSTEMS

The Y-wing's secondary role as a bomber craft requires a tandem long-range sensor set to provide binocular range-finding. When both sets are working the Y-wing offers slightly better targeting precision than the X-wing, one reason why Y-wings were the primary attack craft in the Death Star trench.



Because Y-wing's laser systems are low-maintenance, nose cones have been kept intact.

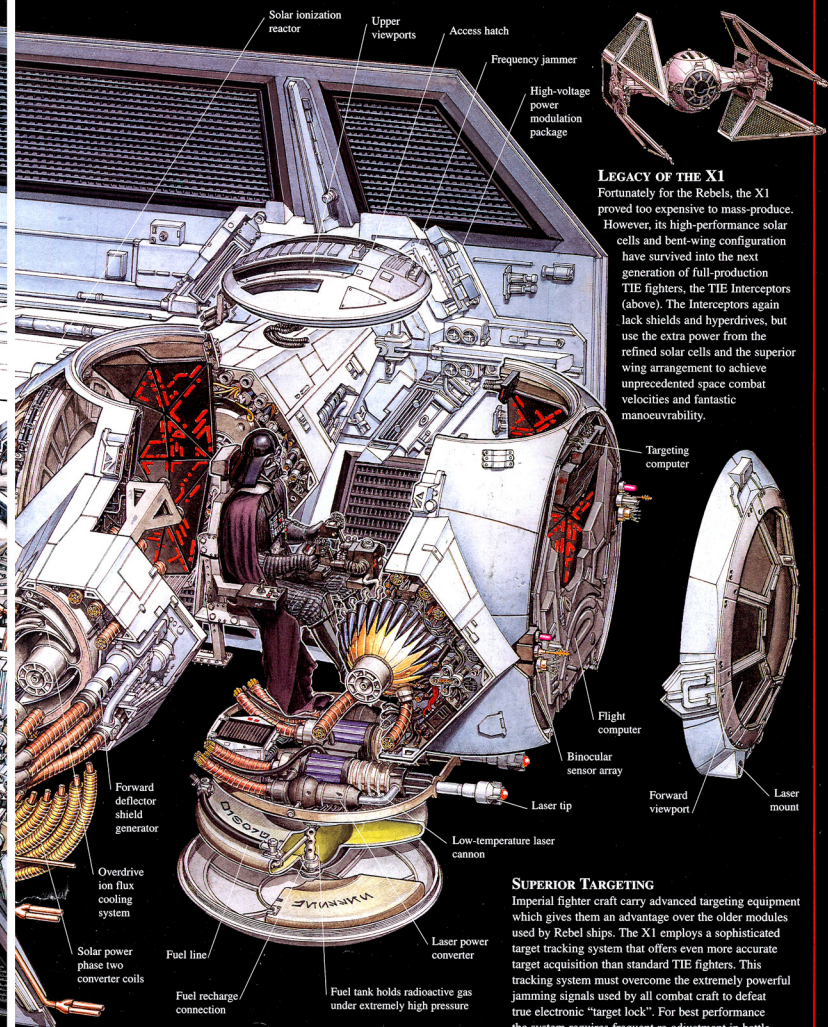
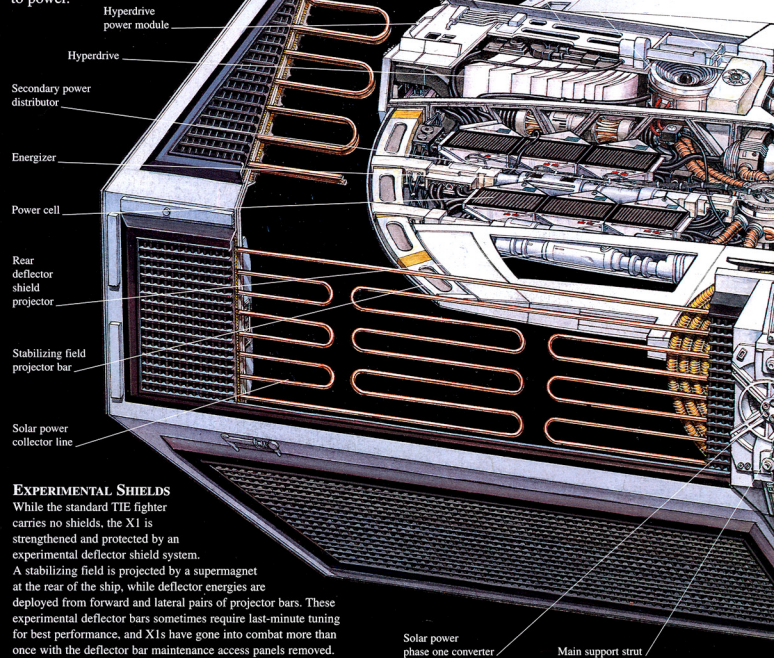
ORIGINAL SPLENDOUR

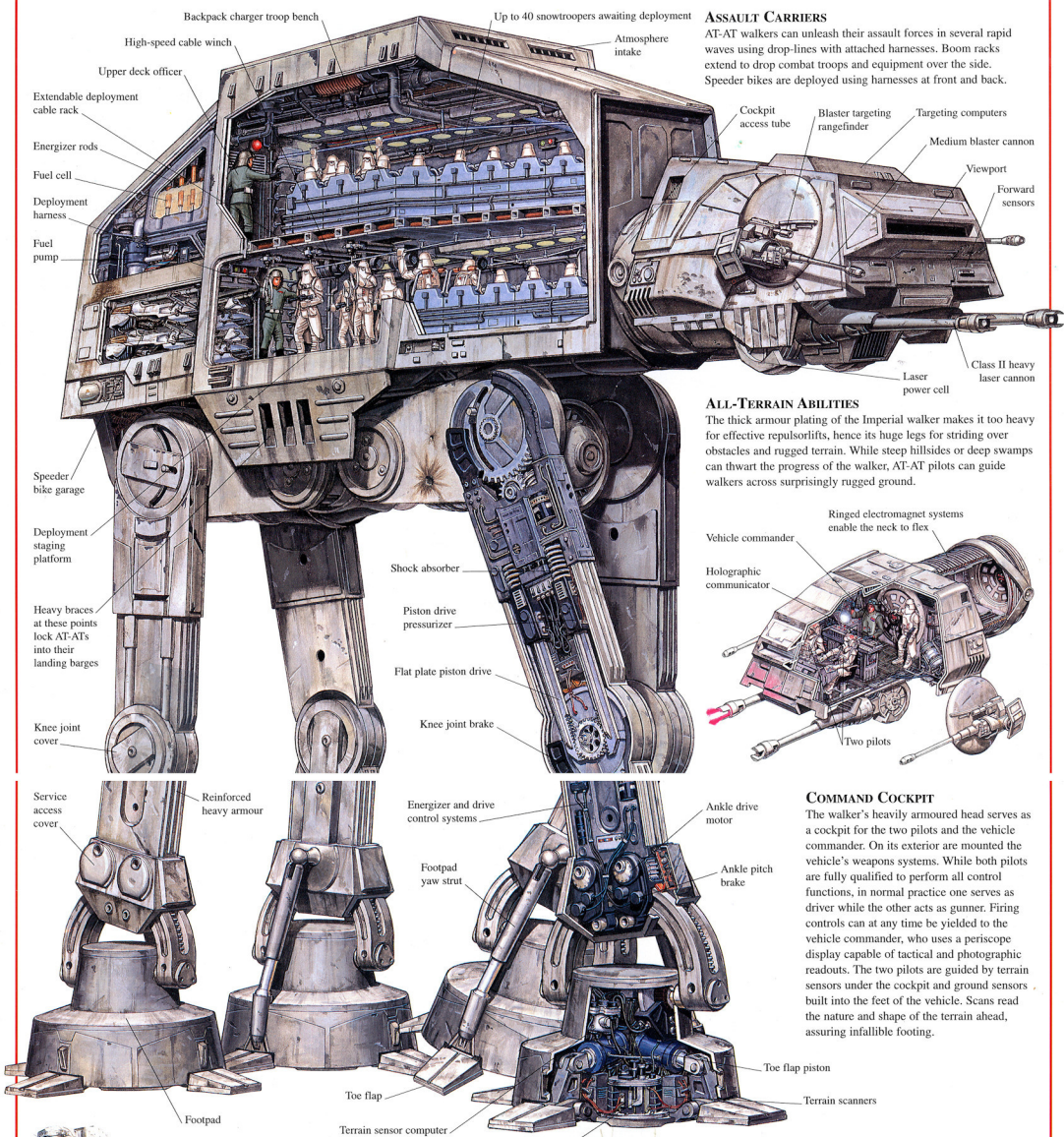
Originally the Y-wing was entirely sheathed in a body shell (above). The ship requires constant repairs, however, and aggravated Rebel technicians tired of removing body hull panels to get at the machinery have finally left them off for good, resulting in the typical Y-wing's present appearance. The Y-wings of the Alliance fleet are by now so heavily repaired that no two of them are identical.



TIE ADVANCED X1

WHEN REBEL SPACECRAFT attacked the original Death Star, Darth Vader himself took a fighter into combat against them. He piloted a TIE Advanced X1 prototype, the latest fighter development from the Empire's Sienar Fleet Systems. It is a more capable ship than the standard TIE/In fighters, with a more sophisticated target tracking system and an augmented engine assembly fed by high-conversion solar cells on its bent wings, giving deadly speed and manoeuvrability. Unlike the standard TIEs, it has both protective shields and hyperdrive capability. The hyperdrive saved Vader after the Death Star was destroyed, enabling him to reach an Imperial outpost and begin his return to power.



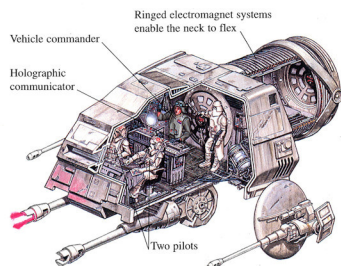


ASSAULT CARRIERS

AT-AT walkers can unleash their assault forces in several rapid waves using drop-lines with attached harnesses. Boom racks extend to drop combat troops and equipment over the side. Speeder bikes are deployed using harnesses at front and back.

ALL-TERRAIN ABILITIES

The thick armour plating of the Imperial walker makes it too heavy for effective repulsorlifts, hence its huge legs for striding over obstacles and rugged terrain. While steep hillsides or deep swamps can thwart the progress of the walker, AT-AT pilots can guide walkers across surprisingly rugged ground.



COMMAND COCKPIT

The walker's heavily armoured head serves as a cockpit for the two pilots and the vehicle commander. On its exterior are mounted the vehicle's weapons systems. While both pilots are fully qualified to perform all control functions, in normal practice one serves as driver while the other acts as gunner. Firing controls can at any time be yielded to the vehicle commander, who uses a periscope display capable of tactical and photographic readouts. The two pilots are guided by terrain sensors under the cockpit and ground sensors built into the feet of the vehicle. Scans read the nature and shape of the terrain ahead, assuring infallible footing.

AT-AT

DEPLOYED AS WEAPONS OF TERROR, the gigantic Imperial All Terrain Armoured Transport walkers advance inexorably on the battlefield like unstoppable giants. These behemoth monsters are shielded with heavy armour cladding, making them invulnerable to all but the heaviest turbolaser weaponry. Blaster bolts from ordinary turrets and cannons merely glance off the walker's armour or are harmlessly absorbed and dissipated. A powerful reactor produces the raw energy needed to move this weighty battle machine. Cannons in the movable cockpit spit death and savagery at helpless foes below, cutting a swathe of destruction which the mighty footpads then crash through. Breaking enemy lines with its blaster fire and lumbering mass, the walker functions as a troop carrier, holding in its body platoons of crack assault soldiers, ground weaponry, and speeder bike antipersonnel/reconnaissance vehicles. When this cargo of terror is released into the chaos and destruction a walker has created, another Imperial victory is nearly complete.

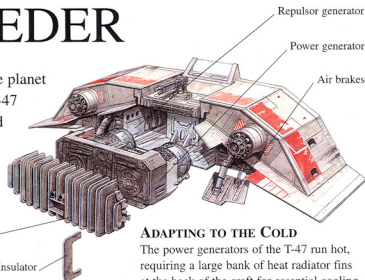
SPEEDER BIKES

AT-AT walkers usually carry a set of high-velocity repulsorlift speeder bikes for scouting or survivor-hunting missions. The speed and agility of these bikes complement the plodding might of the walkers, making the combined assault capability thorough and overwhelming. The colossal size and nightmarish animal resemblance of the AT-AT combine with its combat strengths to give it tremendous psychological power. Until the Battle of Hoth, no army had ever fought resolutely against an onslaught of walkers, so frightening and devastating is their presence.



SNOWSPEEDER

SOON AFTER ESTABLISHING their new secret base on the ice planet Hoth, the Rebels acquired a small squadron of Incom T-47 airspeeders to serve as defensive units. These airspeeders had been equipped with power converters and military-grade laser cannons. Highly manoeuvrable and fast, these airspeeders seemed ideal for the defence of Echo Base. The intense cold of Hoth initially proved too severe for the T-47s, until Rebel technicians modified them to suit their new environment.



Cooling fins

Insulator

Repulsor generator

Power generator

Air brakes

ADAPTING TO THE COLD

The power generators of the T-47 run hot, requiring a large bank of heat radiator fins at the back of the craft for essential cooling. The Rebels learned quickly that these were far too effective in the icy cold of Hoth, which caused the generators to lock up. Efforts to bypass the radiator system proved ineffective. In the end Rebel mechanics insulated each of the radiator fins with side panels to dampen their heat exchange effect and keep the engine systems warm enough for optimal functioning. These adaptations were completed on some of the ships only minutes before the Imperial attack on Echo Base began.



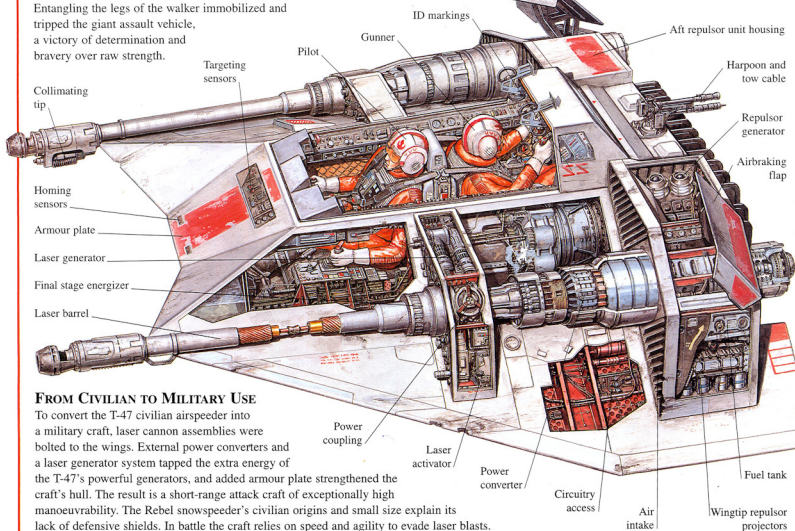
Mechanical braking flaps assist in making tight turns

Polarized view screen

Armoured canopy

ATTACKING THE WALKER

Luke Skywalker devised the unorthodox strategy of attacking Imperial walkers with the snowspeeder's tow cable, designed for retrieving and hauling cargo sleds. Entangling the legs of the walker immobilized and tripped the giant assault vehicle, a victory of determination and bravery over raw strength.



Collimating tip

Homing sensors

Armour plate

Laser generator

Final stage energizer

Laser barrel

Targeting sensors

Pilot

Gunner

ID markings

Aft repulsor unit housing

Harpoon and tow cable

Repulsor generator

Airbraking flap

FROM CIVILIAN TO MILITARY USE

To convert the T-47 civilian airspeeder into a military craft, laser cannon assemblies were bolted to the wings. External power converters and a laser generator system tapped the extra energy of the T-47's powerful generators, and added armour plate strengthened the craft's hull. The result is a short-range attack craft of exceptionally high manoeuvrability. The Rebel snowspeeder's civilian origins and small size explain its lack of defensive shields. In battle the craft relies on speed and agility to evade laser blasts.

Power coupling

Laser activator

Power converter

Circuitry access

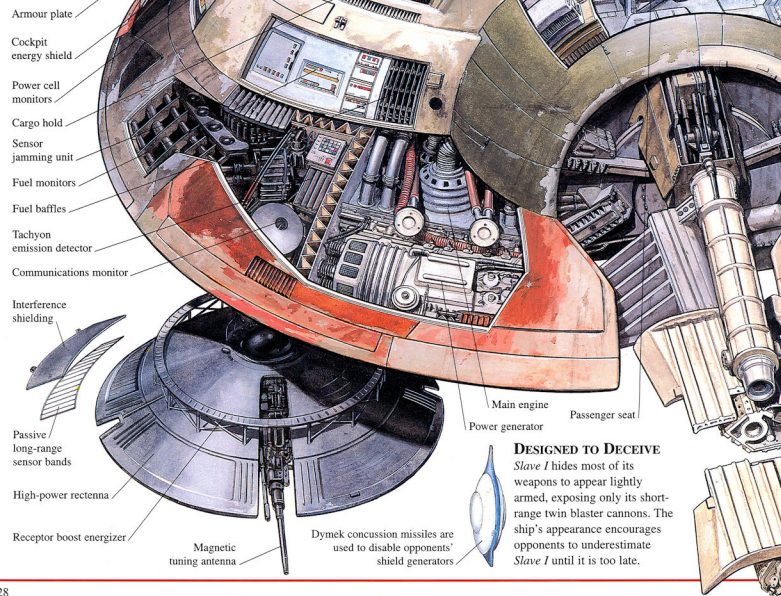
Air intake

Fuel tank

Wingtip repulsor projectors

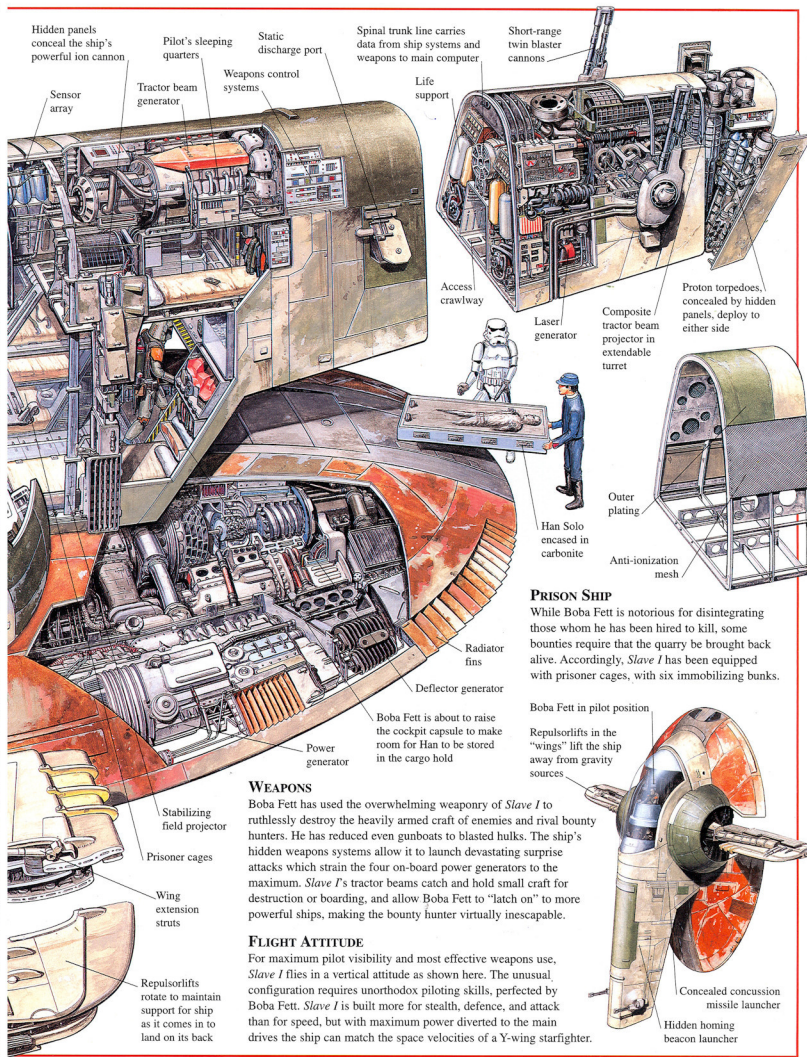
SLAVE I

B OBA FETT'S DISTINCTIVE STARSHIP began its life as a Kuat Systems Engineering *Firespray*-class patrol and attack ship. The aging, exotic police craft has since been modified heavily by its bounty hunter owner to suit his dedicated profession. *Slave I* is crammed tight with auxiliary sensor systems of every kind, heavy-duty shield generators, and several added weapons systems. A stolen military secret sensor jamming and masking device enables *Slave I* to disappear from most scanning systems. Its manifold capabilities make it one of Boba Fett's most dangerous assets in his work of tracking his quarry across the galaxy.



DESIGNED TO DECEIVE

Slave I hides most of its weapons, appearing only its short-range twin blaster cannons. The ship's appearance encourages opponents to underestimate *Slave I* until it is too late.



PRISON SHIP

While Boba Fett is notorious for disintegrating those whom he has been hired to kill, some bounties require that the quarry be brought back alive. Accordingly, *Slave I* has been equipped with prisoner cages, with six immobilizing bunks.

Boba Fett in pilot position

Repulsorlifts in the "wings" lift the ship away from gravity sources.

WEAPONS

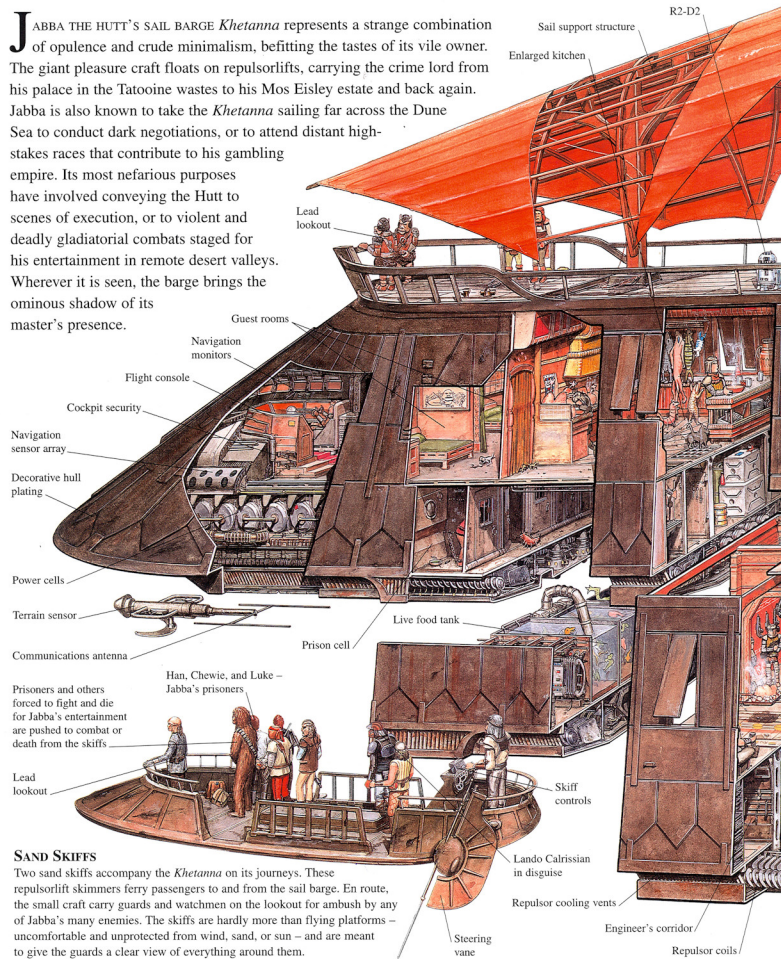
Boba Fett has used the overwhelming weaponry of *Slave I* to ruthlessly destroy the heavily armed craft of enemies and rival bounty hunters. He has reduced even gunboats to blasted hulks. The ship's hidden weapons systems allow it to launch devastating surprise attacks which strain the four on-board power generators to the maximum. *Slave I*'s tractor beams catch and hold small craft for destruction or boarding, and allow Boba Fett to "latch on" to more powerful ships, making the bounty hunter virtually inescapable.

FLIGHT ATTITUDE

For maximum pilot visibility and most effective weapons use, *Slave I* flies in a vertical attitude as shown here. The unusual configuration requires unorthodox piloting skills, perfected by Boba Fett. *Slave I* is built more for stealth, defence, and attack than for speed, but with maximum power diverted to the main drives the ship can match the space velocities of a Y-wing starfighter.

JABBA'S SAIL BARGE

JABBA THE HUTT'S SAIL BARGE *Khetanna* represents a strange combination of opulence and crude minimalism, befitting the tastes of its vile owner. The giant pleasure craft floats on repulsorlifts, carrying the crime lord from his palace in the Tatooine wastes to his Mos Eisley estate and back again. Jabba is also known to take the *Khetanna* sailing far across the Dune Sea to conduct dark negotiations, or to attend distant high-stakes races that contribute to his gambling empire. Its most nefarious purposes have involved conveying the Hutt to scenes of execution, or to violent and deadly gladiatorial combats staged for his entertainment in remote desert valleys. Wherever it is seen, the barge brings the ominous shadow of its master's presence.



SAND SKIFFS

Two sand skiffs accompany the *Khetanna* on its journeys. These repulsorlift skimmers ferry passengers to and from the sail barge. En route, the small craft carry guards and watchmen on the lookout for ambush by any of Jabba's many enemies. The skiffs are hardly more than flying platforms - uncomfortable and unprotected from wind, sand, or sun - and are meant to give the guards a clear view of everything around them.

JABBA'S PLEASURES

While other such expensive leisure craft are fitted out with luxuries of every kind, the *Khetanna* is mostly bare metal. Its main luxury is an elaborate kitchen: Jabba's appetites for pleasures of the flesh include an average of nine meals a day, keeping his food preparers busy at all times. The barge also holds tanks for the live food that Jabba often prefers.

ARMED LUXURY

The *Khetanna* was designed long ago as a pleasure vehicle, and was never meant to be armed. Jabba's activities have brought him under attack more than once, however, and armament modifications were made to the barge at his palace workshops. The hand rails were drilled to provide fittings for portable heavy blasters, and a powerful deck gun was installed to disable attacking vehicles. This gun has also been used to destroy the dwellings of those on Tatooine who oppose Jabba.



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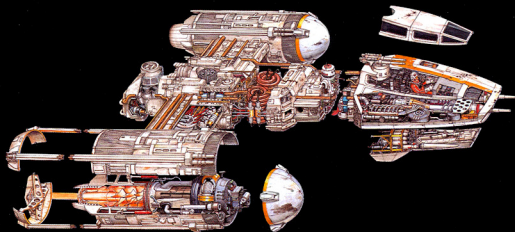
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